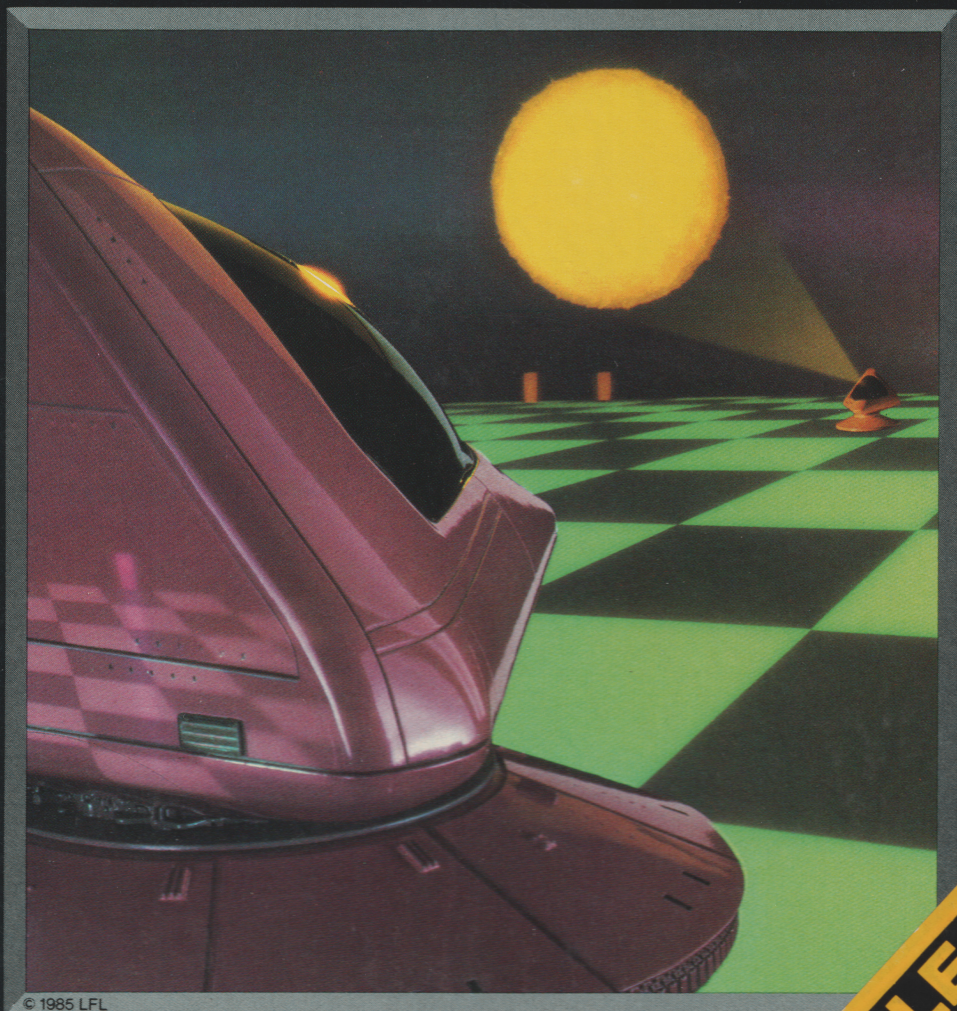


EPYX™
COMPUTER SOFTWARE

PRESENTS

LUCASFILM GAMES™
***ballblazer*™**



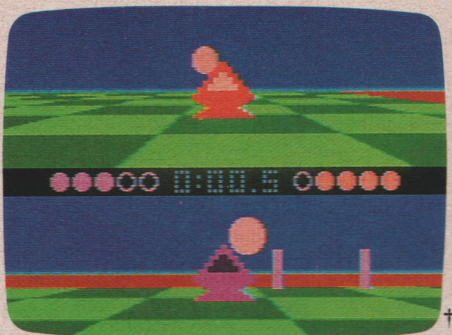
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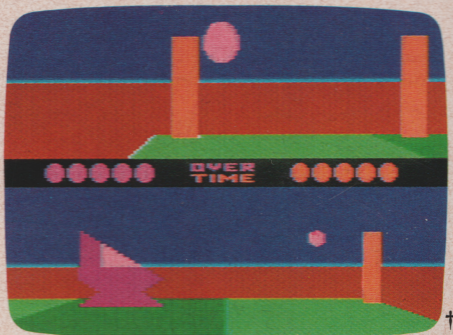
APPLE II
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64K

LUCASFILM GAMES™

ballblazer™



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The year is 3097... you are the contestant in the fastest most competitive and by far the most popular sport in the universe.

You and your opponent are strapped into Rotofoils™, hovercraft-like vehicles that skim the surface of the playfield at speeds of up to 50 meters a second. Your objective is simple, score the most points during the timed competition and be declared the champion. Your task, however, is a bit more complex.

At the speed you're traveling, firing the Plasmorb™ (ball in earth language) through your opponent's goal takes more than just skill and timing. Do you want to take an Over-The-Horizon Shot™ worth 3 points or get within sight of the goal for a two point attempt? Your safest bet is to push it through, but this takes up precious time and is only worth one point. Think fast, because this is a two-player game and your opponent is making the same decisions ... or is he?

Ballblazer... finally the type of two-player head-to-head competition you've been waiting for.

- First-Person Perspective for Both Players
- Realistic Three-Dimensional Depth Perception
- Three Playing Modes: Regulation Game, Practice Mode and Spectator Mode
- Joystick Controlled
- Two Player Simultaneous Play

RATING:



ballblazer was created by the Lucasfilm Games Division: David Levine (Project Leader), concept, design, and programming; Peter Langston (Games Group Leader), design and programming; David Riordan and Garry Hare of Search and Design, design. Contributions and support by Charlie Kellner, Gary Winnick, and David Fox. Special thanks to George Lucas.

EPYX CODING To help you choose the game that's right for you. EPYX games are coded to indicate the degree of emphasis on "Action," "Strategy," or "Learning." These symbols will appear on the front of all EPYX packages.

Action	Strategy	Learning
		

†Graphics from Atari Version of Game

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5513D

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